



SEGA®

## Loading Instructions:

### Starting Up.

1. Make sure the power switch is OFF
2. Insert the game cartridge in the Power Base as described in your SPGA SYSTEM manual
3. Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF, remove the cartridge, and try again.
4. At the title screen, to start the game, press Button 1 or Button 2.

### IMPORTANT

Always make sure that the Power Base is turned OFF when inserting or removing your Mega Cartridge.

- (1) Insert Mega Cartridge
- (2) Insert Control Pad 1



## Introduction

A long time ago in the land of Yuria there was a Golden Axe that resided in a castle. This Golden Axe had been brought to the castle a long time ago in order to protect the land from evil.

One day the Tiesu Death-Axe stole the Golden Axe and brought it back to his own castle. Without the Golden Axe to protect it, Yuria was overrun by bandits who terrified the people. The people of Yuria were waiting for a hero who would drive out the bandits from their land.

The hero who came to save the people was the brave warrior Tark. Tark was aided in using his great sword and there was no warrior in all of Yuria who could defeat him. Before he left on his journey to retrieve the Golden Axe, Tark stopped by the temple of Yuria. The priest of the temple pointed Tark the choice of taking one of the three magic powers of the gods who protect Yuria, the god of the earth, the god of fire and the god of thunder, with him on his journey. Tark then selected one of the magic powers to use on his journey. In addition, the priest also granted Tark the power of resurrection from death. This power allows Tark to come back to life three times after having been struck down by his enemies.

The priest also prayed that even after Tark had left on his journey, whenever Tark was struck down by his enemies his life would continue. However, as there is a limit to the power of even the priest, it is up to you to use Tark's skills to defeat Death-Axe before the protecting powers of the priest run out.





## Special Functions

**Pressing Button 1 during dash**  
 Throws down enemies with shoulder blast

**Pressing Button 1 during jump**  
 Throws sword downward in middle of jump

**Pressing Button 2 during dash**  
 Tank makes a big jump

**Pressing Button 1 during big jump**  
 Pumps sword downward into enemy

## Taking Control

### Basic Functions

- 1. **Directional Button (D-Button)**  
 Moves Tank in all eight directions.
- 2. **Button 1** Allows Tank to attack and also starts the game.
- 3. **Button 2** Allows Tank to jump and also starts the game.

### Compound Functions

**D-Button pressed twice consecutively to the left or right.** Tank dashes forward

**Button 1 and Button 2 pressed simultaneously** Use maps

### Types of Attack Patterns Using Button 1

When Button 1 is pressed to attack Tank is attack the attack pattern varies depending on the distance from the enemy

- 1. **Swings sword** Cutting the enemy three times consecutively results in major damage
- 2. **When attacking an enemy at close distance** Tank is cut the enemy
- 3. **When attacking the enemy at even closer distance** Tank grabs the enemy and throws him to the ground



## Playing the Game

### Meaning of Screen Signals

1. **Map Gauge**
2. **Time & Remaining Lives**
3. **Life Gauge**
4. When the main screen, Tank is  
-file is pressed to the right.

### Objective of the Game

The bandits under the control of Death-Aster have stolen the Golden Axe from the earth god. You, as Tank, are to completely eliminate those bandits and then retrieve the legendary Golden Axe.



### End of Game

Tank has three lives. For each opportunity, the life gauge will reduce three bar meters. Each time Tank suffers damage by the attack of an enemy, 50% of the life gauge will decrease by one bar meter. When all three bar meters have disappeared, the number of lives will decrease by one. The game is over when all of Tank's lives have been used.

### Continue

When all Tank's lives have been used, "CONTINUE" will be displayed in the center of the screen. If Buttons 1 or Buttons 2 is pressed before the number of the screen counts down to zero, Tank will get up and the game will continue.

### 1. Game Over

Because "CONTINUE" will only be displayed once.

If you are able to successfully read Tank is defeat all the bandits and then defeat Death-Aster or ending message will appear on the screen and the game will come to an end.



## Getting Started

When either Button 1 or Button 2 is pressed when the Title Screen is displayed, the display will change to the screen for selecting the type of magic. Select one type of magic for Tark to use by pressing the D-Button up or down. After selecting the type of magic, pressing either Button 1 or Button 2 will start the game.

## Magic

Although bandits are struck down when Tark strikes them with his good sword after a short time, they get back up again making them unable to defeat easily.

In order to use magic, there must be power standing in the magic gauge. In order to accumulate magical power, you must attack the devil's carrying magic and collect the gems that they carry.

At the start of the game, Tark has the lowest level of power indicated on the magic gauge. If magical power is showing on the magic gauge, by pressing Buttons 1 and 2 simultaneously, you will be able to use magic to inflict damage on the enemies showing on the screen at that time. However, the effect varies of the magic on the bandits, varies according to the amount of magical power showing on the magic gauge. If the amount of magical power showing on the gauge is low, the damage that is inflicted on the enemies will also be low. When Buttons 1 and 2 are pushed in the same time, the display will change to the screen showing the magic being used.

## Types of Magic

There are various levels of magic to utilize. The length of the magic gauge differs according to the type of magic. The longer the magic gauge, the longer it takes for that magic to reach its maximum level. Moreover, the damage inflicted upon enemies is also large at that time.



1. **EARTH** - Steady Power

The magic has a degree of power that is intermediate to that of **THUNDER** and **DRAGON FIRE**. The power gauge is divided into four levels.

2. **FIRE** - Dragon Fire power

Since the length of this gauge is long, it takes some time for the power level to reach the maximum. The power gauge here is divided into five levels.

3. **THUNDER** - Thunder power

Although this power can be brought to its maximum level quite easily since the magic gauge is quite short, the strength of this elemental power is weaker in comparison to the others. This power gauge is divided into three levels.



## Strange Creatures

Occasionally, strange creatures will appear riding the strange creatures. Although the strange creatures that the bandits ride on will attack Tank, if Tank is able to attack the bandit riding that creature and knock him to the ground, Tank will be able to get on that creature and use its power to attack other enemies.



Once Tank has gotten on one of the strange creatures, Tank will be able to attack the bandits using the power of that creature by pressing button 1. In addition, it is not possible for Tank to jump, dash forward or knock bandits down while he is riding a strange creature.

If Tank is attacked by a bandit while he is riding one of the strange creatures, he will be knocked off.

After a bandit has been knocked off a strange creature and is then ridden down once by either Tank or the bandit, the creature will run away in addition, although the creature will always return to me if I'm riding it. It will eventually run away after a fixed period of time.



## Weapons Used by the Strange Creatures

- ① **Whisker Leg**  
The creature will spin around and attack with its tail.
- ② **Dragon Jr.**  
Dragon Jr. spouts fire from its mouth towards the ground.
- ③ **Dragon III**  
Dragon III spouts out a ball of fire from its mouth that moves horizontally.





## Details

The dwarf's early entrance into an magical power. When Tank approaches, it dies and attacks it. The dwarf will drop a pot on the ground. If Tank then makes contact with that pot, the magical power contained within will be displayed on the magic gauge.

Since the dwarfs are often and difficult to attack, by moving close and looking them at repeatedly depleting the sword.

Sometimes, the dwarfs will drop packages of meat. The meat allows Tank to restore his life gauge to a certain extent.



## The Treacherous Journey

Tarkin is to begin as a hard and treacherous journey. On the 11th day, if he is still surviving, he will have to do battle with Death-Adder. Tarkin has no light whatever in his eyes, so, if he will continue to proceed further on the journey, until all of the beings moving on the screen are defeated, when all of the beings have been defeated, the word "DEATH" will appear in the upper right corner of the screen showing Tarkin is doomed.

1st Day: The Forest

2nd Day: Proceeding to Turtle Island

3rd Day: Leaving Turtle Island

4th Day: Proceeding to Eagle Island

5th Day: Going down to the temple located from Eagle Island

Death-Adder is waiting for you in the back of the temple in a light in the south.



### Note

If you see death's will come out at night, begin attacking them and taking the magical gems from them at that time.

## Strength

After "GAME OVER" is displayed on the screen, your game results will be displayed. At this time, a value indicating your strength in the game will be displayed. Calculation of that value is based on the number of enemies you defeated, the number of lives you used and a coefficient for your level.

## Introduction to Bandits Encountered

- Outlawing Attacker A
- Outlawing Attacker B
- Assassin Warrior
- Hammering Giant
- Seasoned Gentian
- Armored Knight
- Death Knight



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## Helpful Hints

- Be careful not to attempt to shock Tark or getting in too close to him. When using the shock wand, be sure right and left or jump.
- Try getting good at the technique of jumping jumps while floating forward. By pressing Button 1 while riding the jet, Tark will be able to pump to move forward and the heads of the barrels.
- When working in the tunnels, use jump to escape them.
- Tark will be able to gain an advantage during fighting by riding on the bridge structure. Try getting good at riding around while using these options so as to avoid the above obstacles which will reach you.
- As you rapidly reach you how to use the COMBAT function for a second time while GATE-001 is released in the tunnel. Immediately press the CHUTE button to the upper left and Button 1 or 2. The special method is allowed only once per game. Carefully keep the sword to yourself and do not tell your friends!

## HANDLING THE SEGA CARD AND THE MEGA CARTRIDGE

The SEGA CARD and the MEGA CARTRIDGE are handled differently by the SEGA MASTER SYSTEM.

### For Proper Usage

1. Do not get wet.
  2. Do not bend.
  3. Do not subject to any violent impact.
  4. Do not expose to direct sunlight.
  5. Do not damage or deform.
  6. Do not place near any high temperature source.
  7. Do not expose to flames, excessive heat.
- Be especially careful not to stick anything on the SEGA CARD.
  - When not completely dry before using.
  - When it becomes dirty, carefully wipe them with a soft cloth dipped in isopropyl alcohol.
  - After use, put it in its case.

**SEGA<sup>TM</sup>**

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